PHAERIMM

A long, conical, wormlike creature sails through the air. It's four gangly limbs each end in clawed hands with four digits. At the largest end of its body is a circular mouth housing countless razor-sharp teeth. At the tip of its tail is a stinger dripping with venom.

Ancient Magicians. Phaerimm are exceptionally talented in the ways of the arcane, and can often live hundreds of years. This affords them a long life which is typically spent studying and enhancing their innate understanding of magic and its many mysteries. For this reason, phaerimm elders are exceptionally dangerous.

High Standards. Phaerimm can be very dangerous in physical combat, but they view using anything other than magic to do battle as a sign of intellectual weakness. They see the use of their natural attacks as an admission that their magical prowess was not enough to defend themselves, and as such, will only ever resort to physical attacks if they have no other option. Some young phaerimm may stoop to

using enchanted weaponry while they are still learning the finer points of spellcasting.

Charming Creatures. As spellcasters, the phaerimm favour using illusion and enchantment magic to defend themselves, often bringing an accompaniment of charmed creatures with them wherever they go to use as guardians. To a phaerimm, any encounter with another creature is little more than a chance to dominate them with magic and add the creature to its collection of toys.

Accursed Eggs

Phaerimms reproduce by implanting an egg into a living creature. They do this by piercing the target with their stinging tail and injecting the egg into their body. If a phaerimm is ready to reproduce, anytime it hits a living creature with its tail attack and the target fails their save by 5 or more, the target is infected with a parasitic pharimm egg. If the egg is not removed by magic that can cure diseases, after 5d6 days the egg inside the creature will hatch and the newborn phaerimm will devour the creature from the inside, killing them instantly.

Phaerimm

Large Aberration, Typically Neutral Evil

AC 17 (natural armor)
Initiative +5 (15)
Hit Points 209 (22d10 + 88)
Speed 10 ft., fly 30 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 16	+3	+3	**Dex** 20	+5	+5	**Con** 18	+4	+8
Int 20	+5	+9	**Wis** 17	+3	+3	**Cha** 21	+5	+9

Skills Arcana +13, Insight +7, Intimidate +9, Perception +7
Resistances Bludgeoning, Piercing, and Slashing from non-magical attacks
Condition Immunities Charmed, Petrified
Senses Darkvision 120 ft., Truesight 90 ft., Passive Perception 17
Languages Phaerimm, Telepathy 120 ft.
Challenge 10 (XP 5,900; PB +4)

Traits

Immutable Form. The phaerimm is immune to any spell or effect that would alter its form.

Magic Resistance. The phaerimm has advantage on saving throws against spells and other magical effects.

Magic Sense. The phaerimm can detect any magic object or spell present within 300 feet of itself at any time. It knows the precise location of the object or spell and what school of magic (if any) resonates from the object or spell. It also knows if a creature it can see is capable of casting spells.

Actions

Multiattack. The phaerimm attacks twice with its claws, once with its bite, and once with its tail.

Claw. *Melee Attack Roll:* +9 to hit, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage.

Bite. *Melee Attack Roll:* +9 to hit, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage and if the target has any unexpended spell slots, they must succeed on a DC 16 Intelligence Saving Throw or have a spell slot of the lowest level available to them expended and the phaerimm gains 1d12 temporary hit points per level of spell slot expended.

Tail. *Melee Attack Roll:* +9 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) Piercing damage and 14 (4d6) poison damage, or half as much on a successful DC 16 Constitution Saving Throw. A creature who fails this save by 5 or more is paralyzed for 2d4 rounds. While paralyzed in this way the creature levitates 5 feet off the ground.

Phaerimm Domination (Recharge 5-6). The phaerimm attempts to dominate the will of a creature it can see within 120 feet. The target must succeed on a DC 19 Wisdom Saving Throw or be charmed by the phaerimm for 24 hours. While the target is charmed it has a telepathic link with the phaerimm, and it must do its best to obey any commands given by the phaerimm. If not given any directive, the creature is free to behave normally, though it will still be under the influence of the phaerimm and may have its general goals or personality tweaked to fall in line with the phaerimm's wishes.
The phaerimm can also take total and precise control of the creature, choosing its every action, however, this requires the phaerimm to expend its own action to do so.
Each time the target takes damage it is allowed a new Wisdom Saving Throw, ending the effect on a success.
The phaerimm's domination magic is so powerful that it can affect creatures who are immune to the charmed condition, though such creatures do get advantage on their saving throw to resist.

Innate Spellcasting. The creature's innate spellcasting ability is Charisma (spell save DC 19, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *Light, Magic Missile, Mending, Suggestion*
• 5/day each: *Absorb Elements, Detect Thoughts, Misty Step, Shield*
• 3/day each: *Blur, Crown of Madness, Fireball, Mass Suggestion*
• 1/day each: *Cone of Cold, Disintegrate*

Bonus Actions

Cast a Spell. The phaerimm casts one of its *at will* spells.

Flurry of Claws. The phaerimm makes two claw attacks.

Reactions

Arcane Malformation. *Trigger*: A creature the phaerimm can see within 60 feet casts a spell. *Response*: The creature must succeed on a DC 19 Intelligence Saving Throw or take force damage equal to 1d8 for each level of the spell they are casting.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***
Art by: ***DAKOTA CURRY***
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